

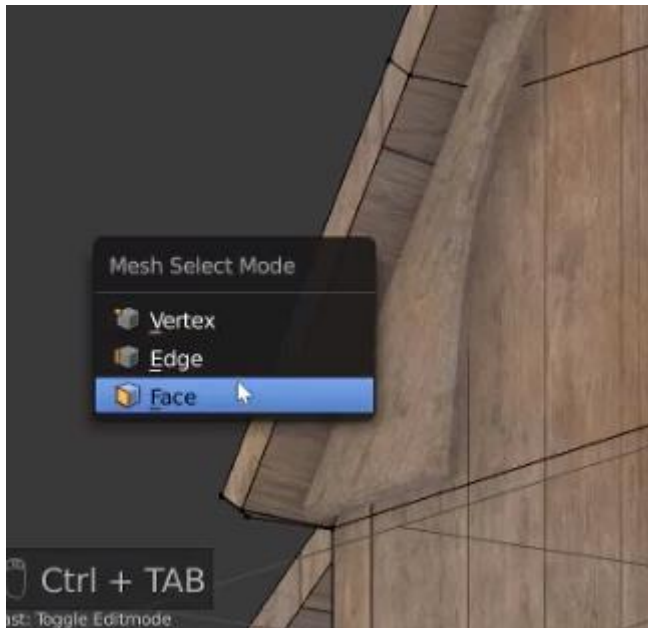
Chapter 4, lesson 59, Roof improvements

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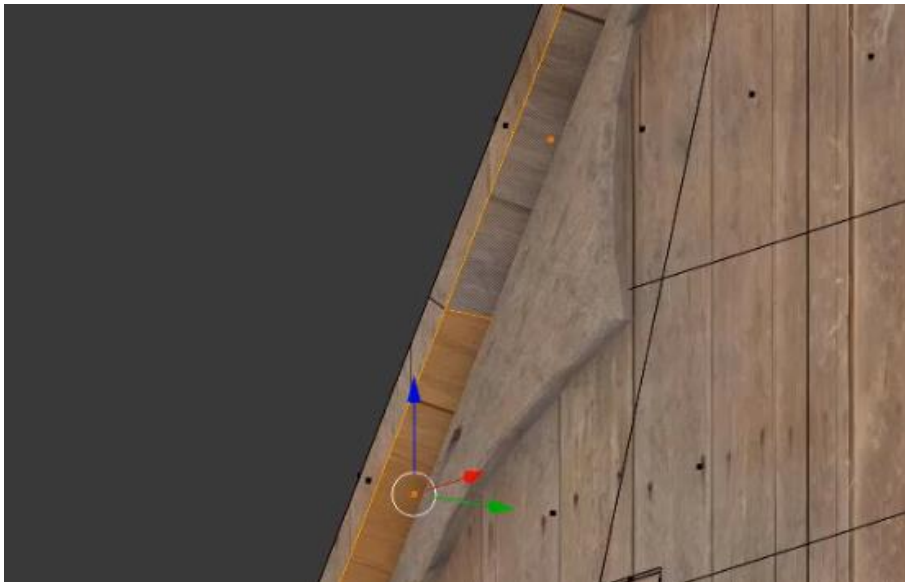
In this lesson we will go around the building and fix all the UV issues that we have not addressed yet. This is a repetitive process and we will walk through a few areas and then we will list the areas that need to be UV-unwrapped for you to solve.

Let's start at the front of the building where we have the roof overhanging. This area will need to be fixed and we will use the true and tested "project from view" method to do so.

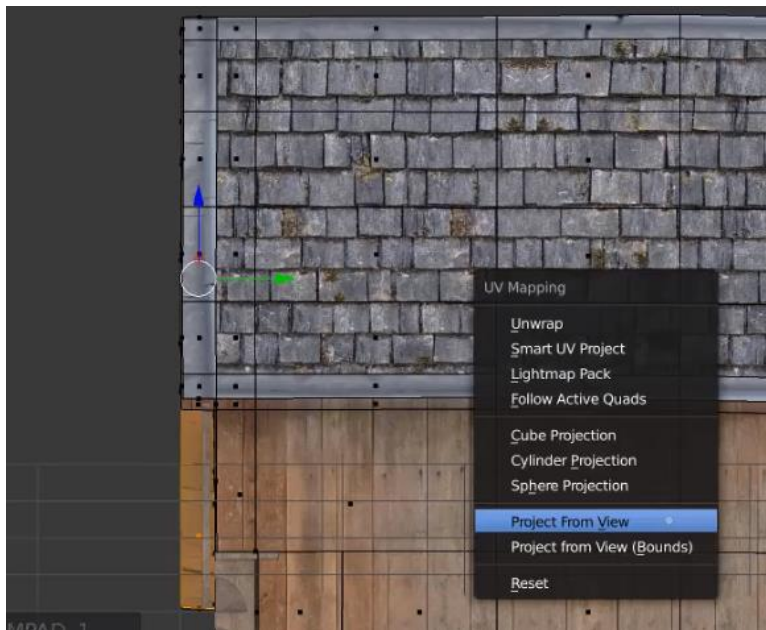
Go into edit mode and use "ctrl+tab" to bring up the mesh selection mode menu and select faces.



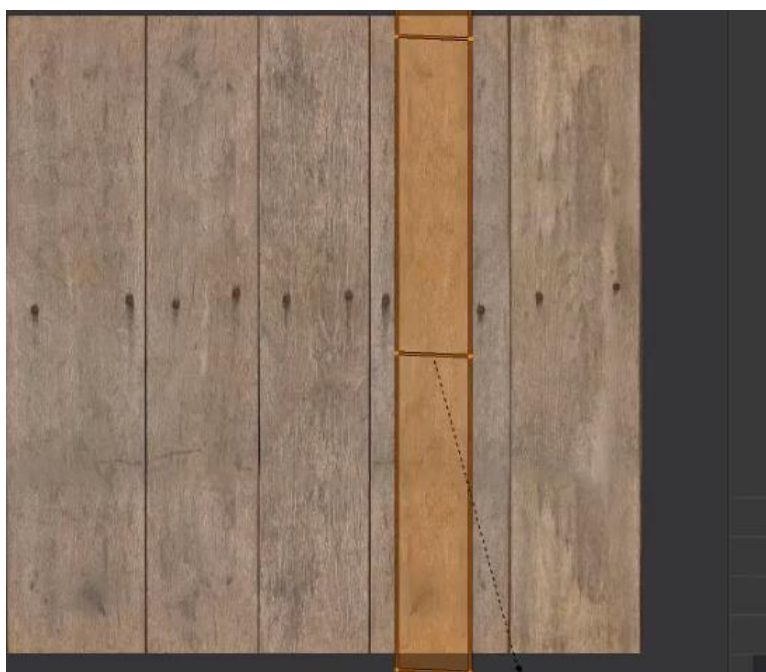
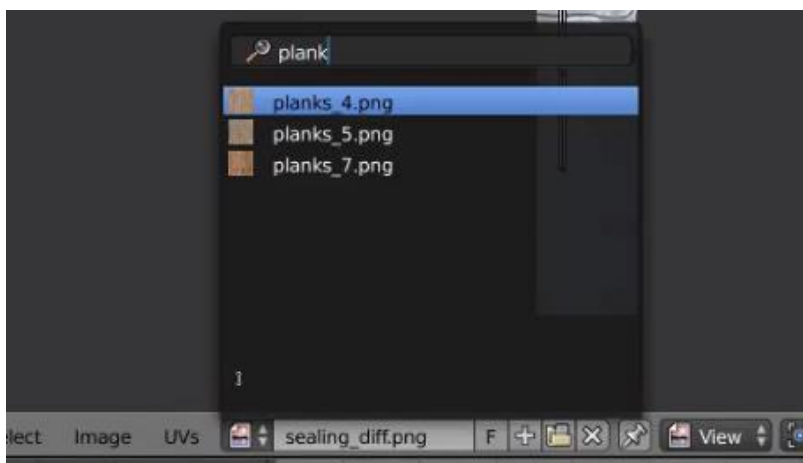
Now we will navigate around and select the underside of the roof.



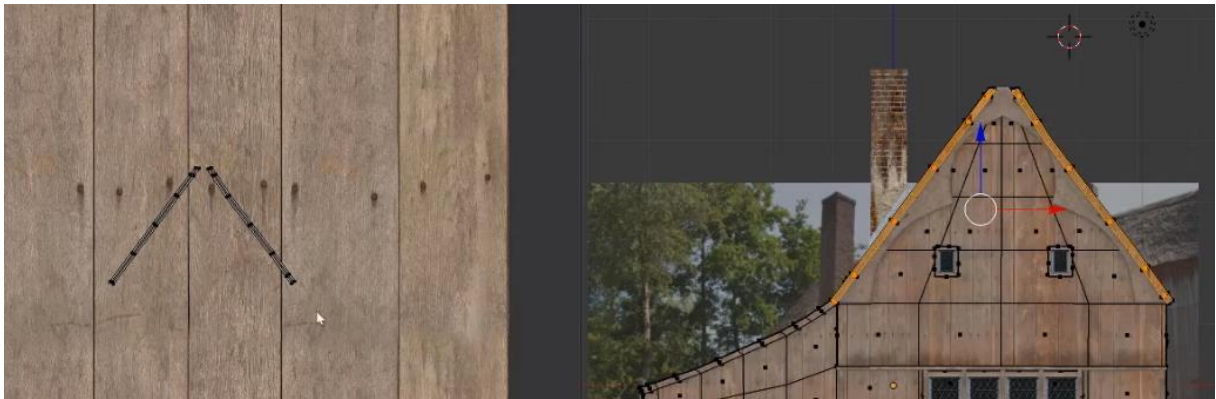
When all the faces on this ledge is selected go to orthographic view with "numpad 5" and navigate to the side of the building and down slightly so that your view is upwards. Then hit "u" and use "project from view".



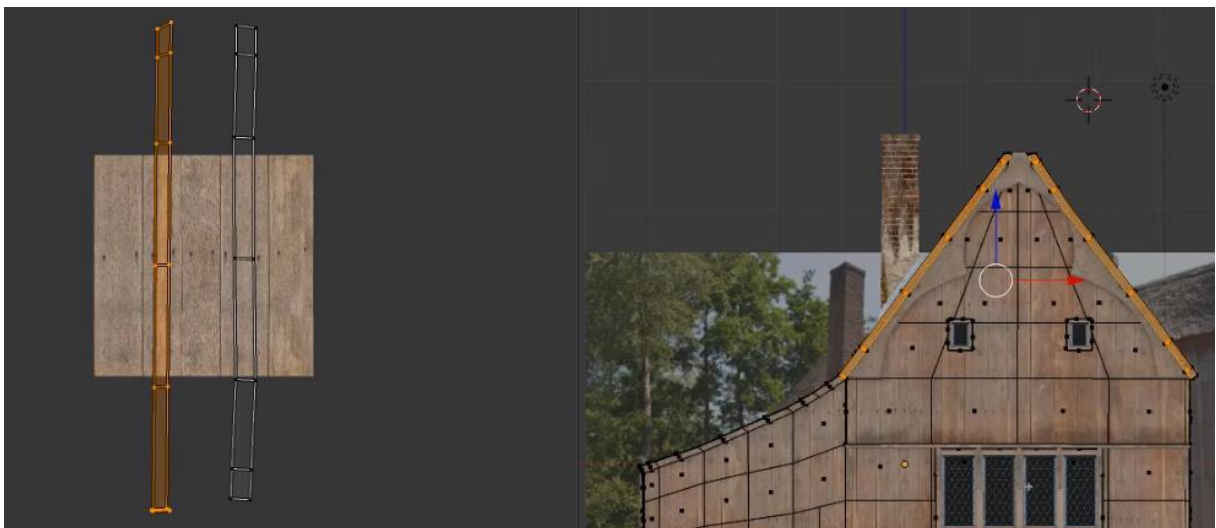
Go to the UV/Image editor and transform the UV map into position on the “planks_5.png” texture.



Try to avoid the nails in the texture while scaling the UV map. Continue with the front faces of the roof. Select them one by one and use “project from view” to unwrap and transform the UV-map in the UV/Image editor.

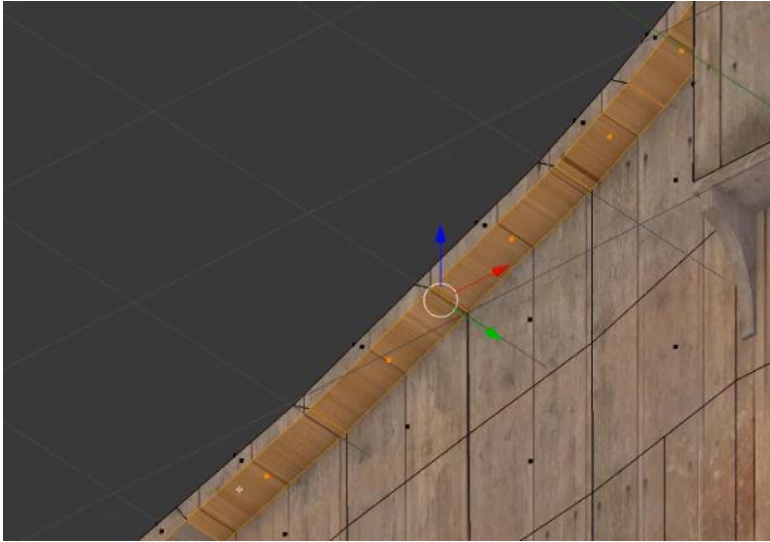


Transform the UV map so that it looks similar to this.



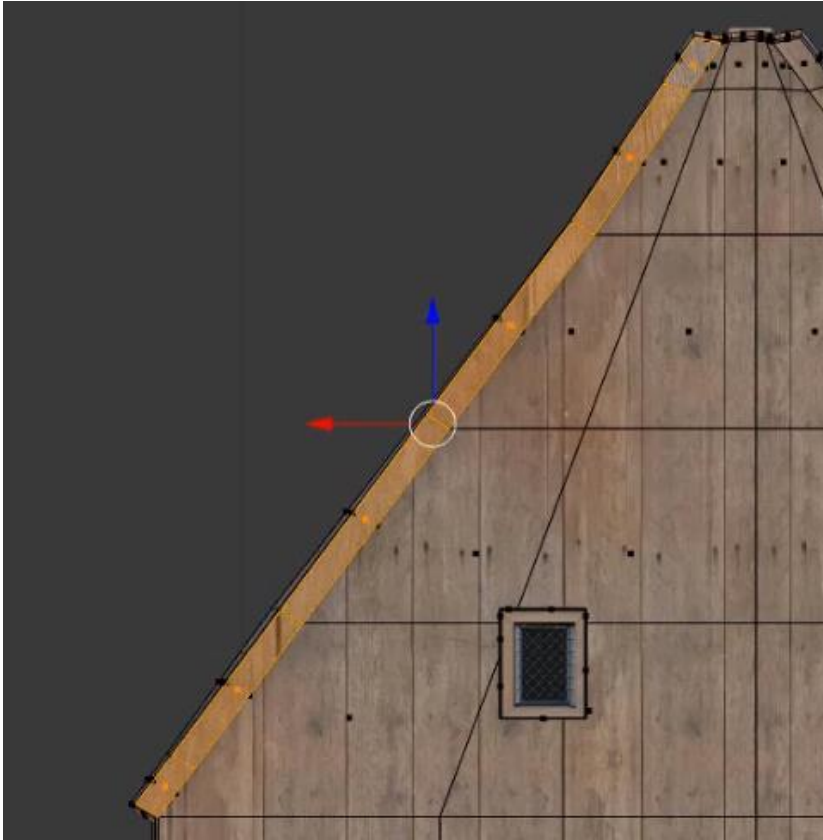
From here you can continue on your own. Follow along with the images and continue the same procedure around the entire building.

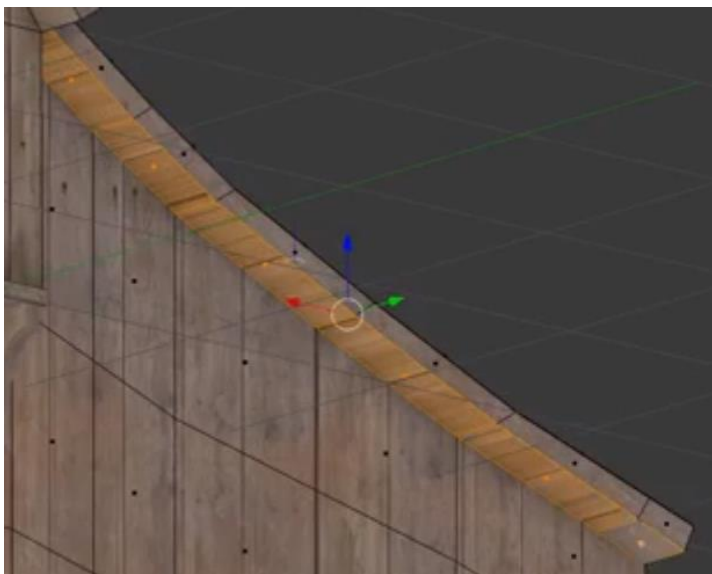




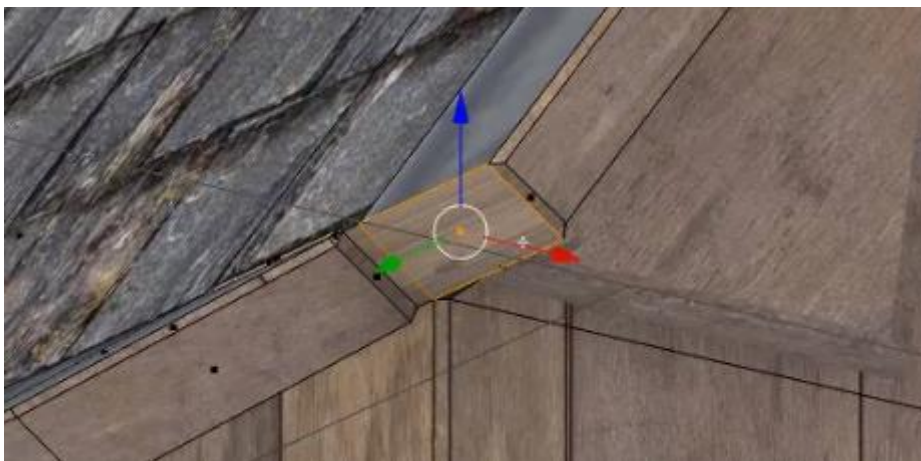
Now we are moving to the back of the building.







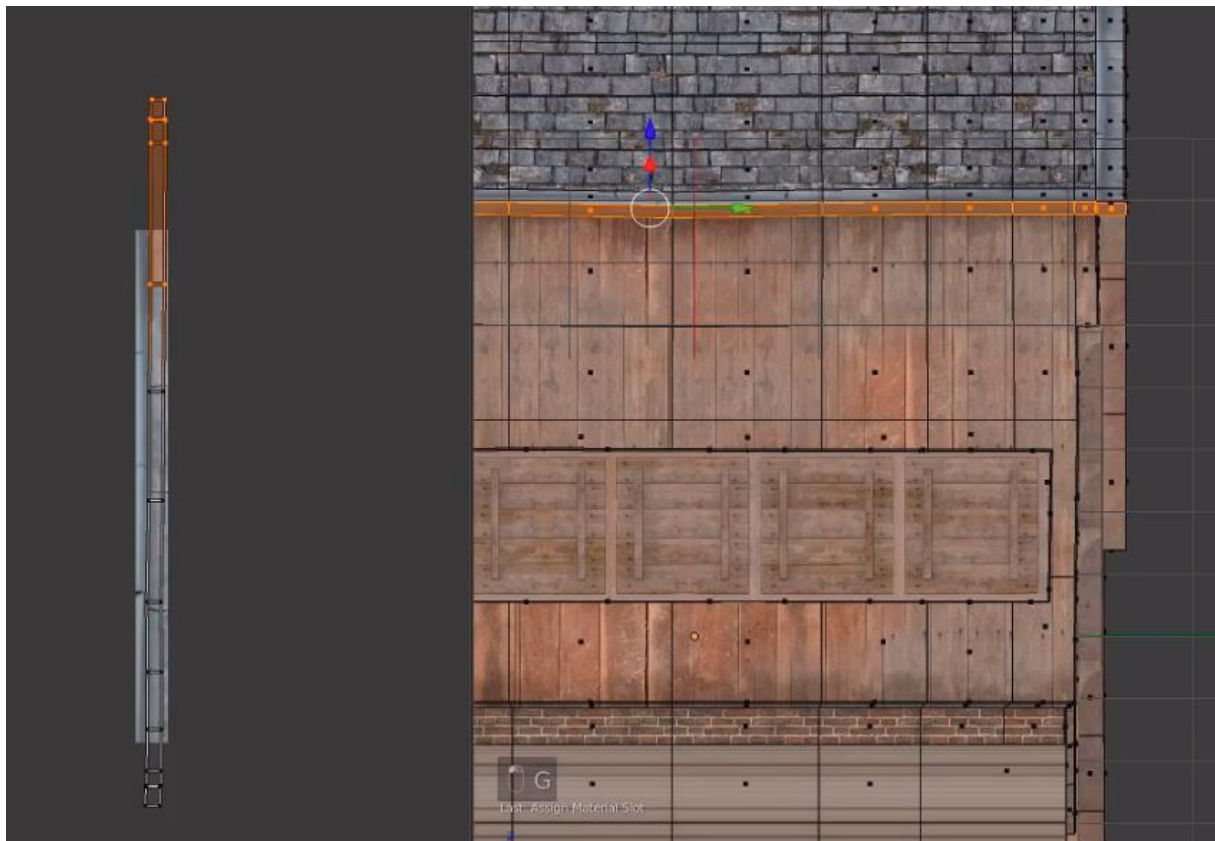
Back on the front side we have this small piece that we should not forget.



For the sides of the building we will change the material to the sealing material. Select the faces that are not unwrapped correctly and include the bevel. Go to the materials tab, select the sealing material and hit assign. Then, hit U and unwrap with “project from view” using a proper viewing angle. Change the image viewed in the UV/Image editor to the “roof_tin.png” texture and adjust the UV map accordingly.



Do the same on the other side. On this side we don't have a bevel.



When all these faces are properly unwrapped, this lesson is finished. On to the next one!